

App Store Business Update for Gift Card Summit

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Senior Director, App Store
January 22, 2013



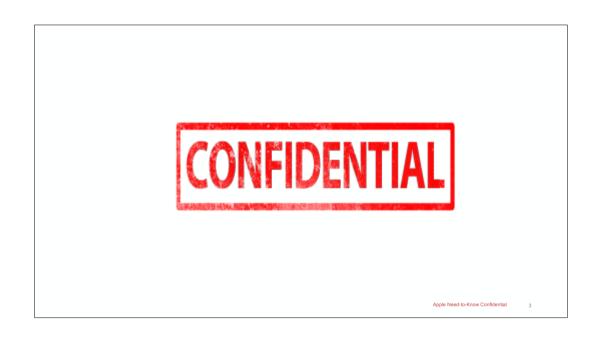
Agenda

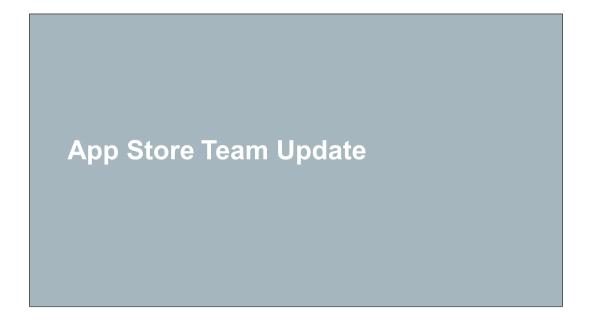
App Store Team Update

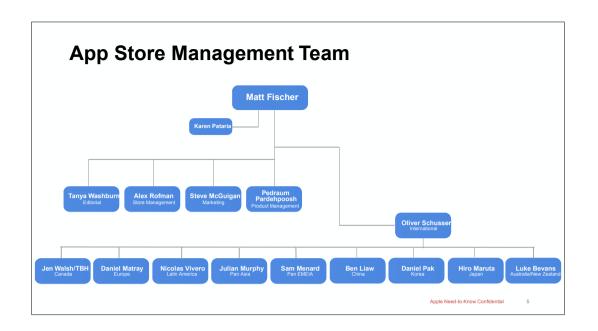
CY2012 App Store Business Update

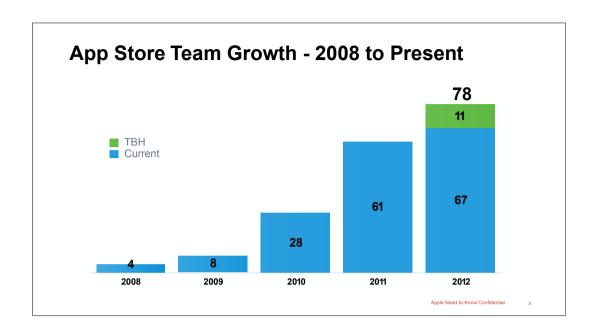
Q & A

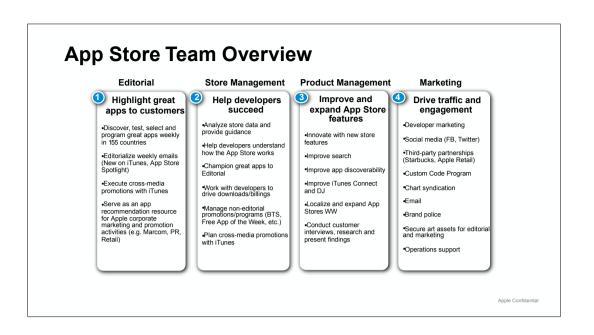
Apple Need-to-Know Confidential

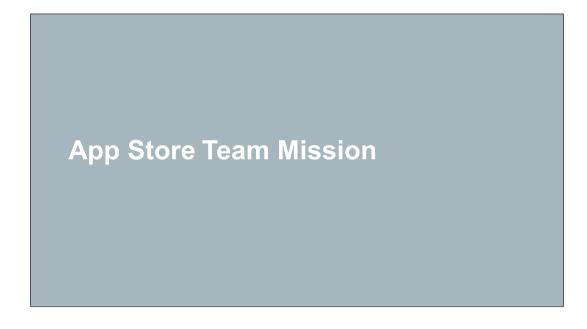










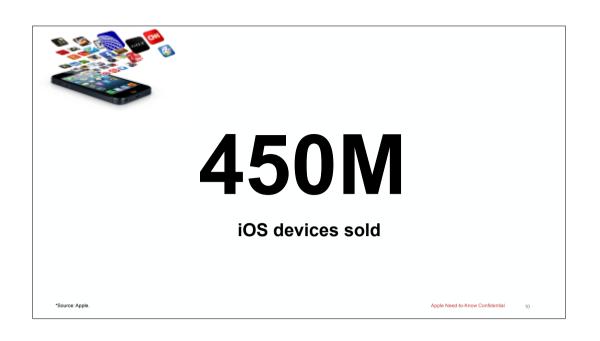


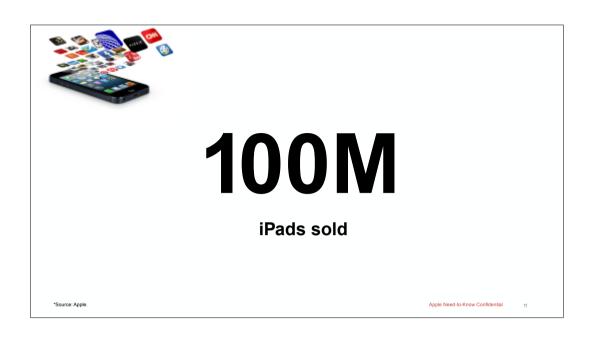
App Store Team Mission

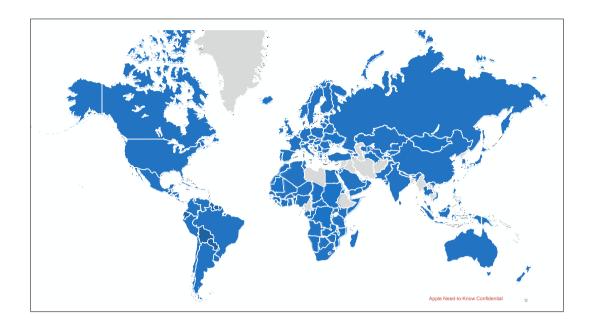
Help our customers find great apps

Apple Need-to-Know Confidential

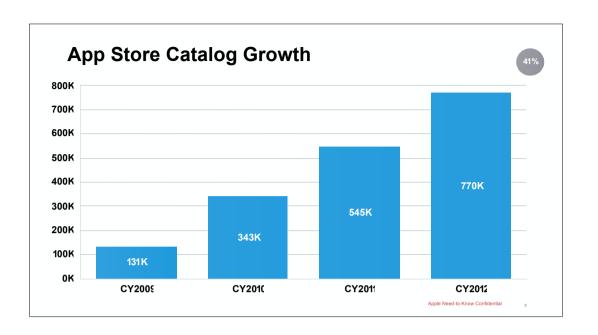




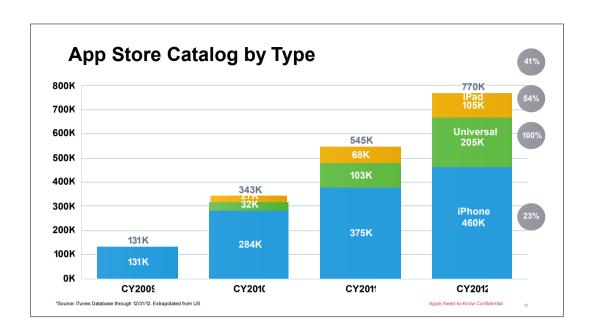




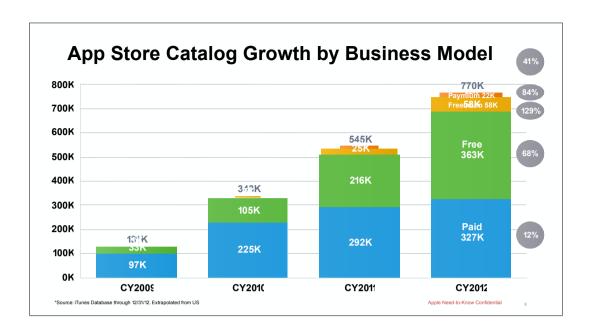
155 countries



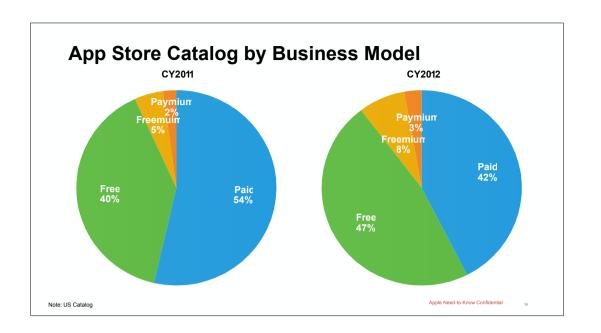
CY2012 as of 1/10



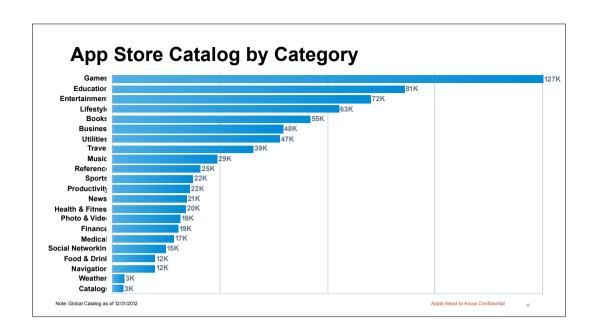
CY2012 as of 1/10

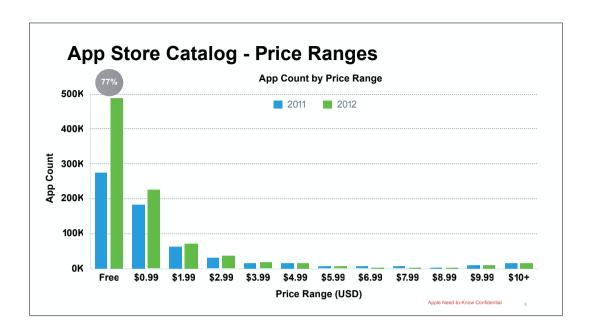


Lots more Freemium Apps

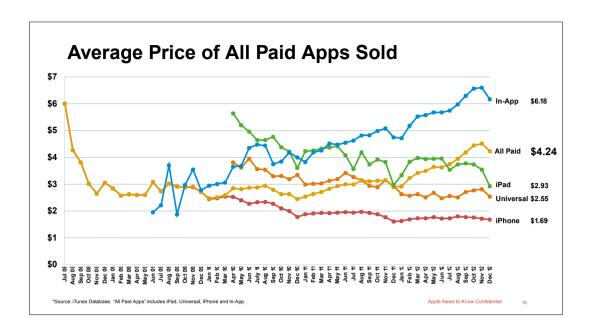


But still only 10% of the apps available

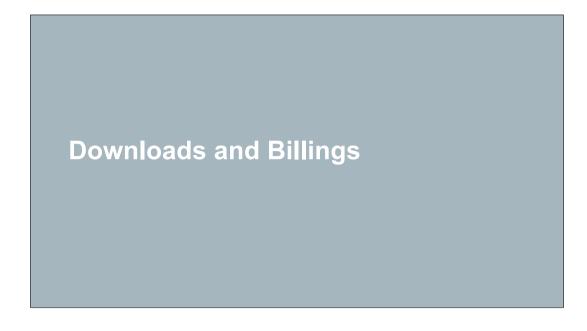


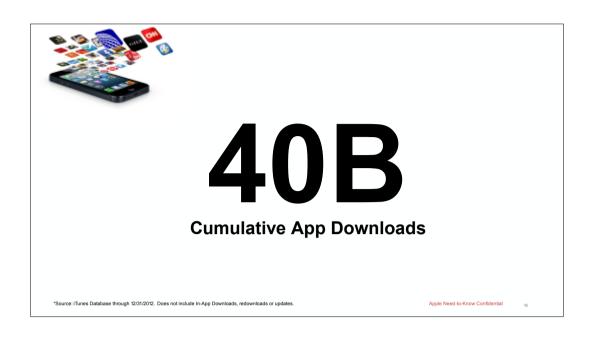


using ASP

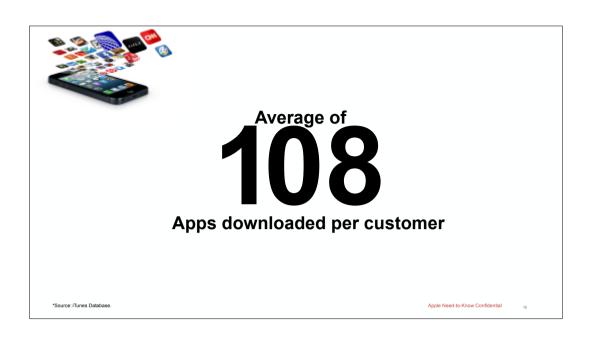


ASP up for all content types. ASP for In-Apps surpassed \$6

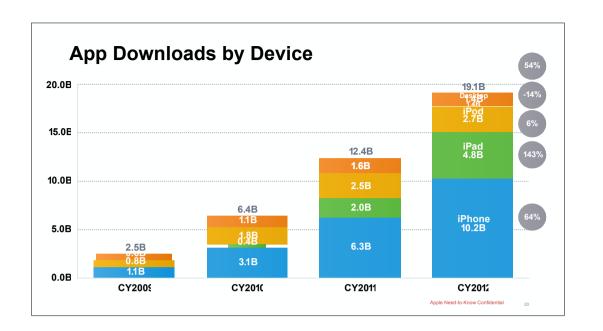




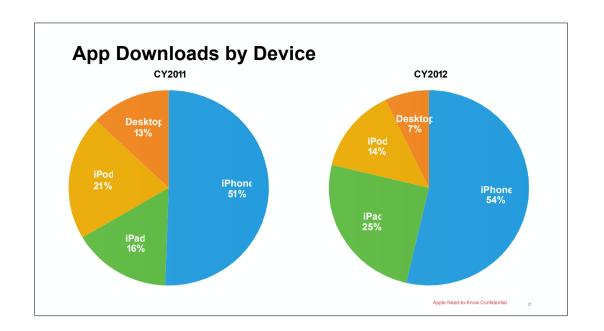
Will cross 42B Friday



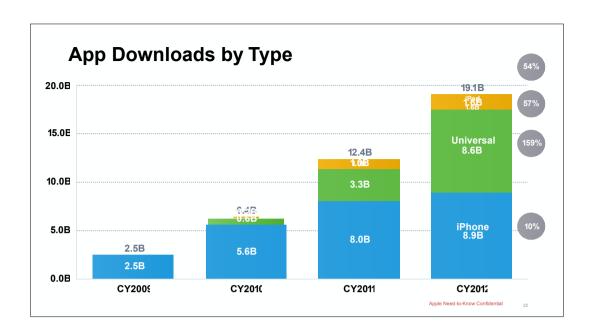
40.3B / 375M



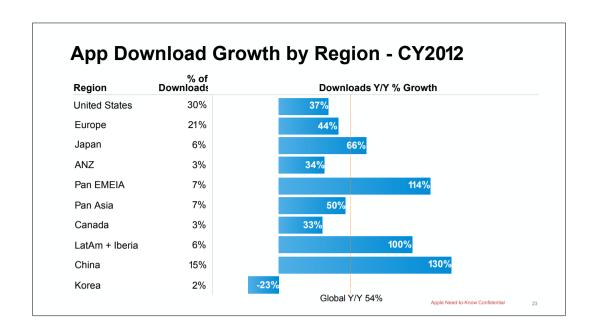
Notable Y/Y growth in iPad Desktop declines

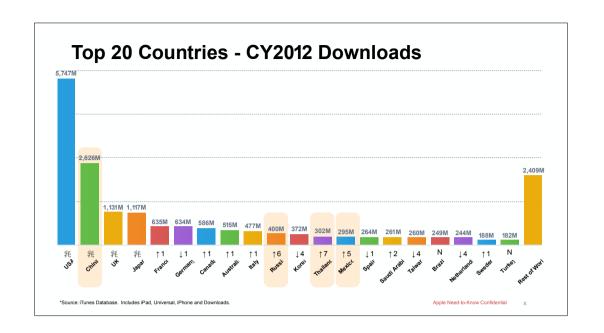


Notable growth in iPad share; iPod and Desktop decline



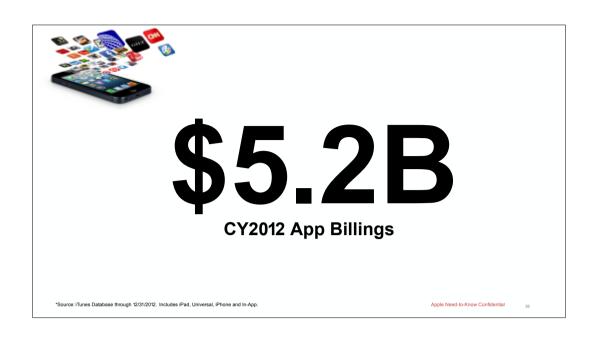
Note Universal growth

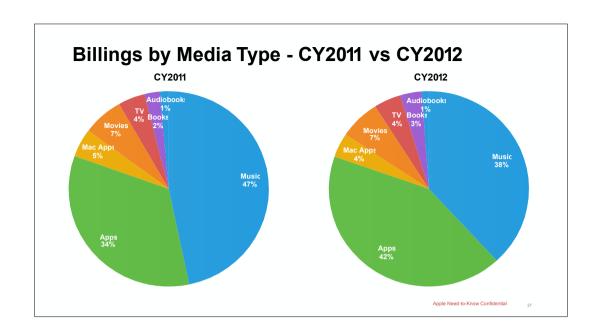


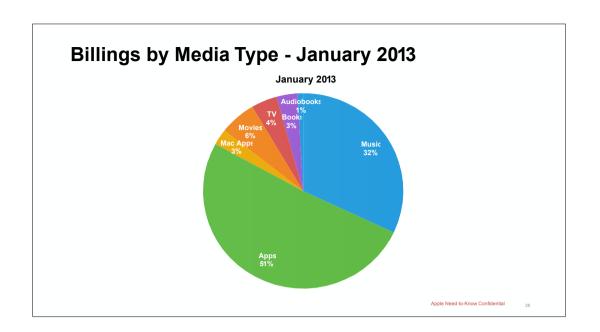


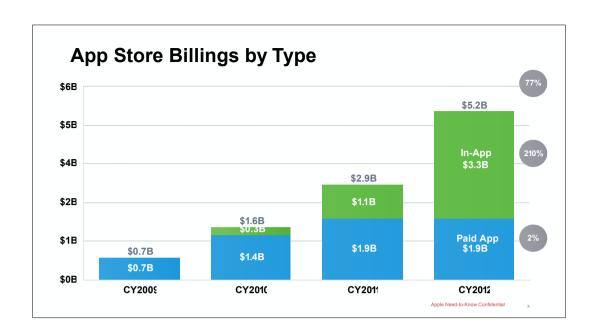


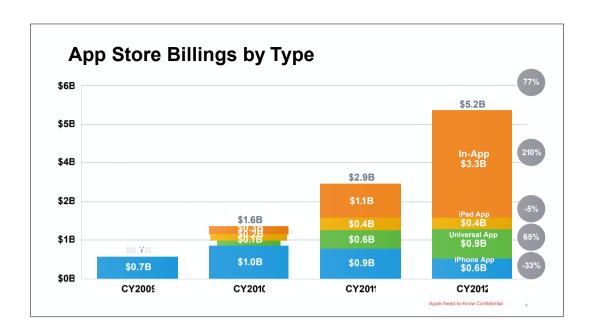




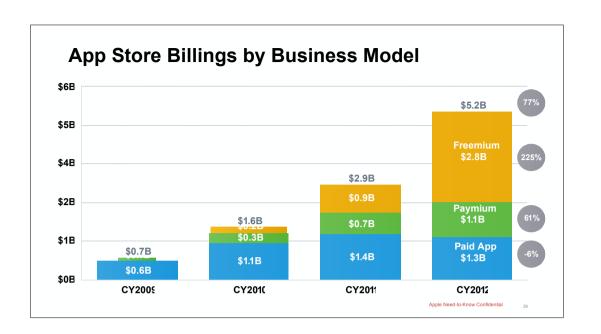


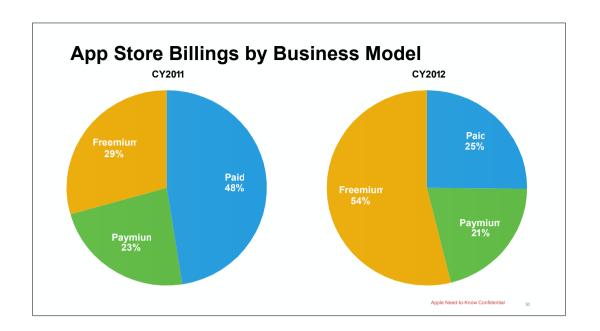




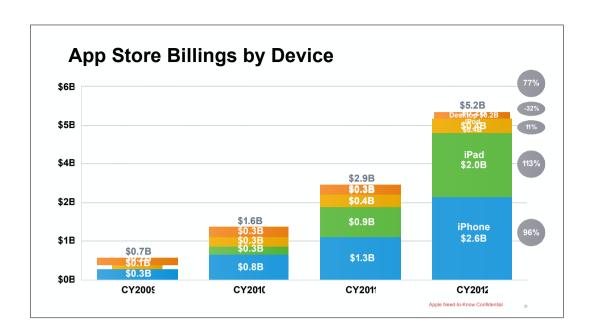


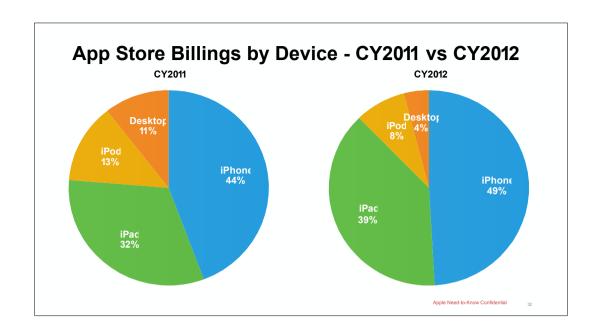
Universal apps essentially equal to iPhone and iPad combined. 38% of In App Billings from iPad, 54% from iPhone

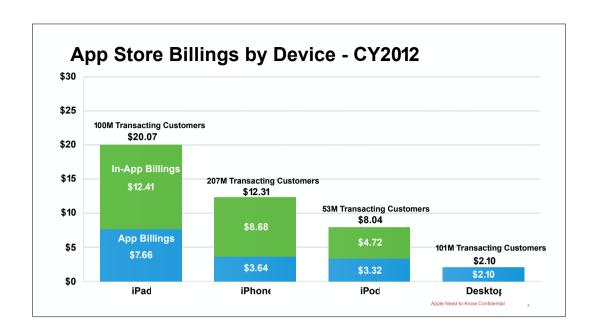


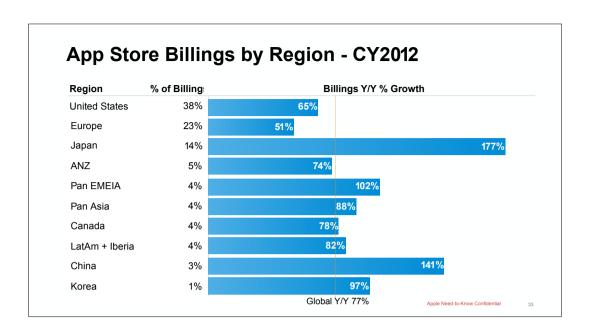


Big shift in growth of Billings generated by apps with In App...

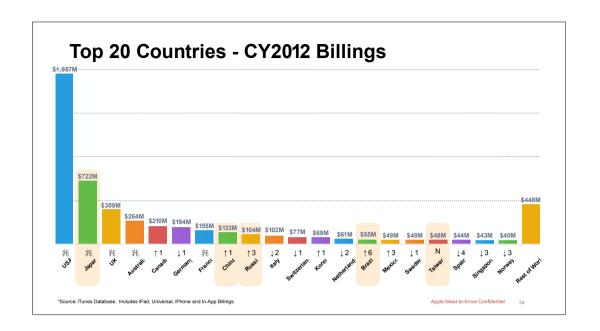


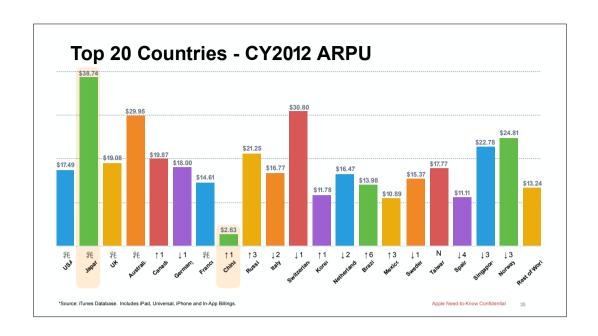


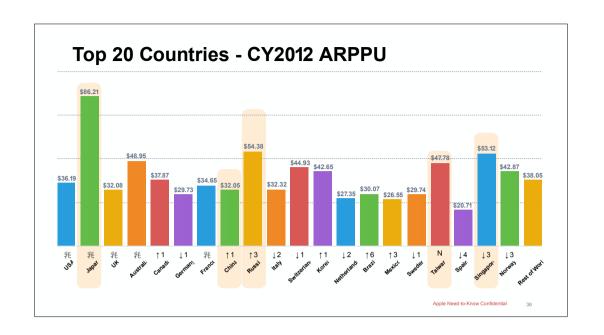


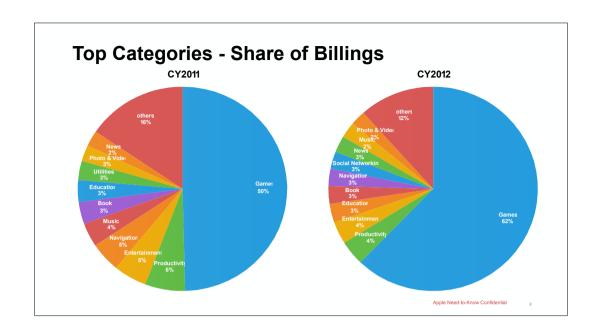


KR declined in downloads, but billing up almost 100% Y/Y

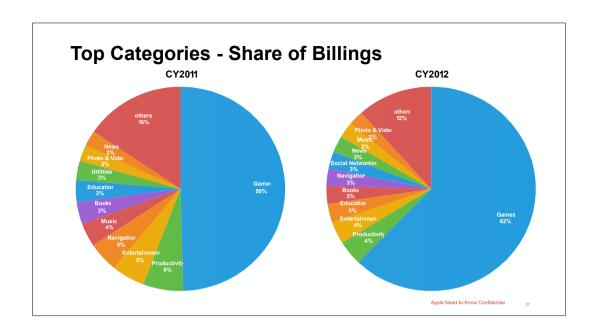




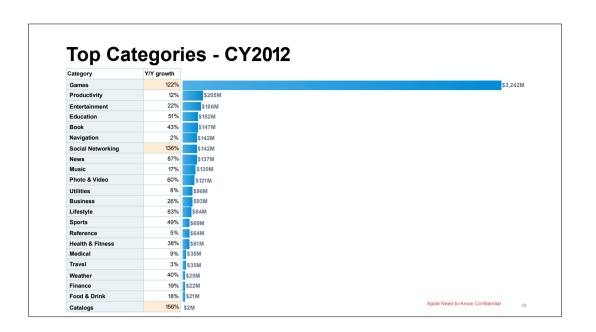




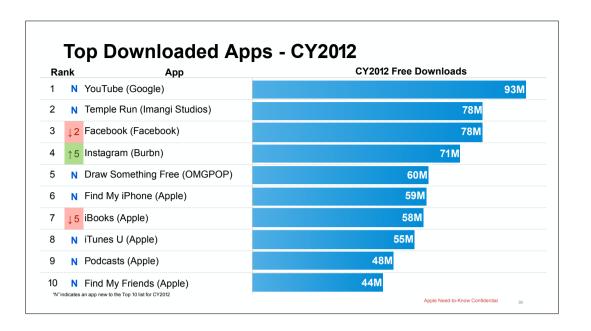
Games is marching towards 2/3 of the business Social Networking is new to the top 10 at #7

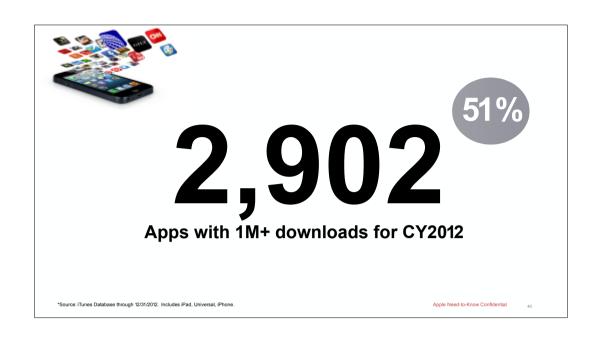


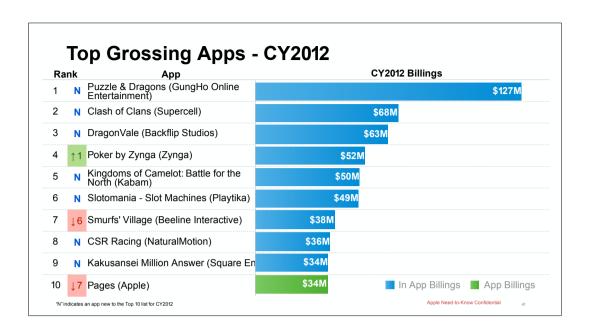
Games is marching towards 2/3 of the business Social Networking is new to the top 10 at #7

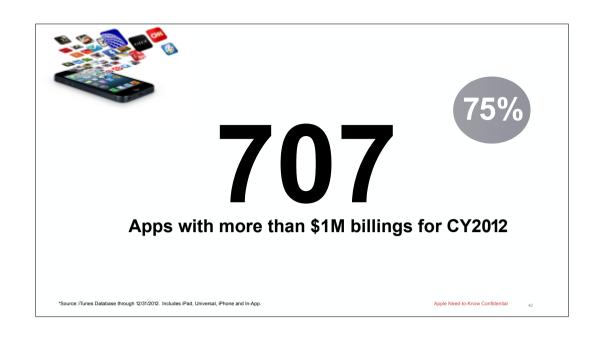


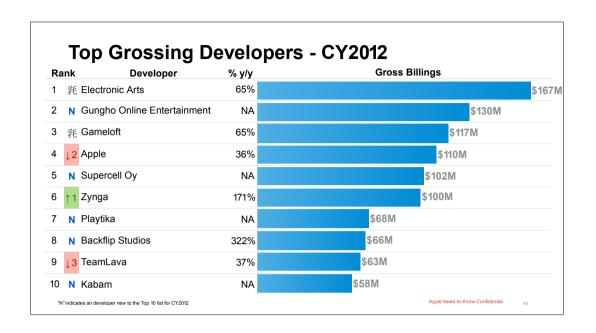
3 genres grew more than 2x













52%

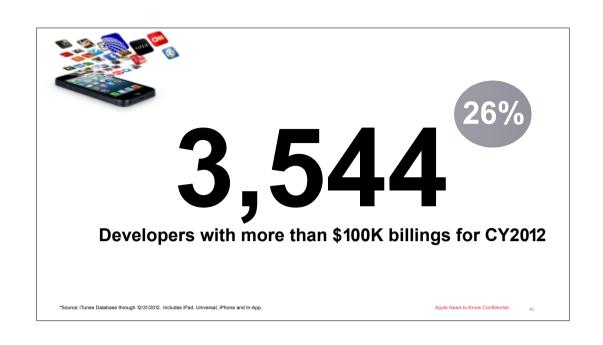
590

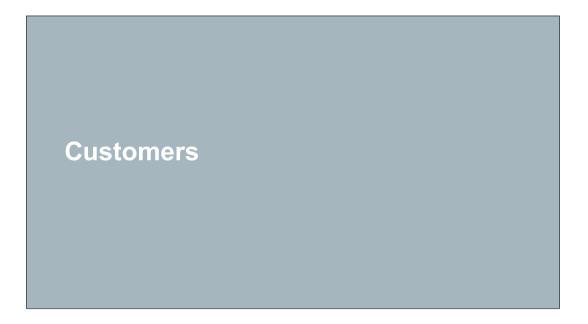
Developers with more than \$1M billings for CY2012

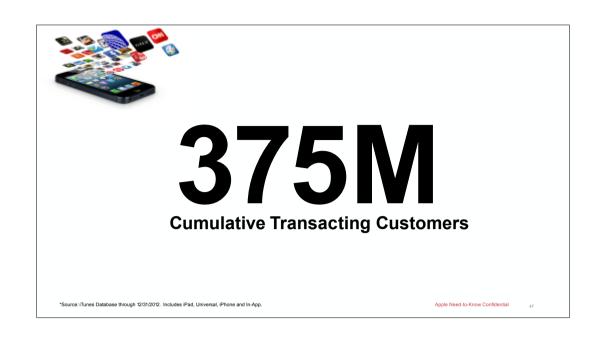
*Source: iTunes Database through 12/31/2012. Includes iPad, Universal, iPhone and In-App.

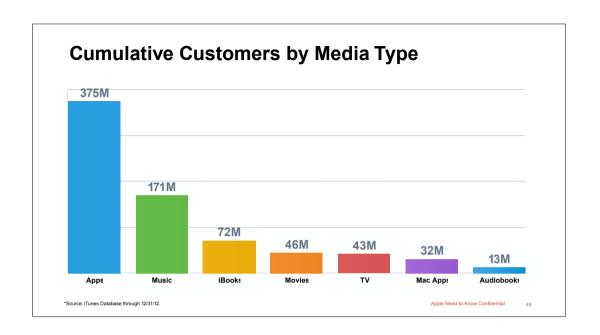
Apple Need-to-Know Confidential

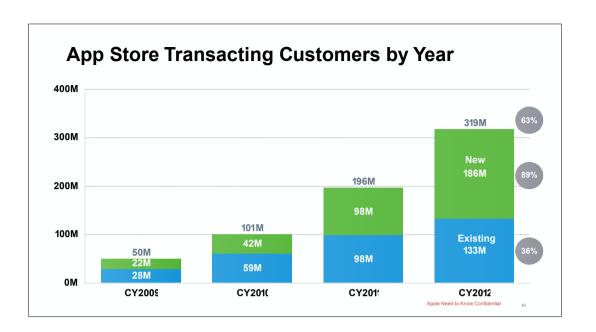
PX-2296.53



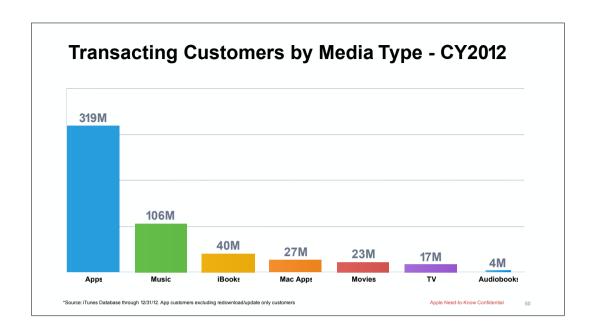




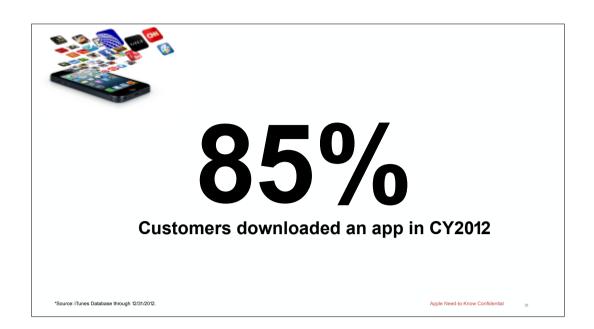


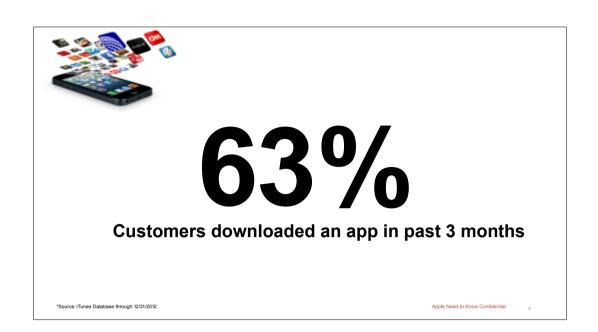


New vs Existing



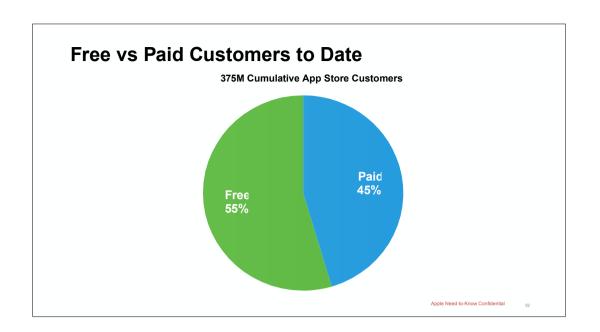
Apps customer count excludes customers who only downloaded an update or redownload

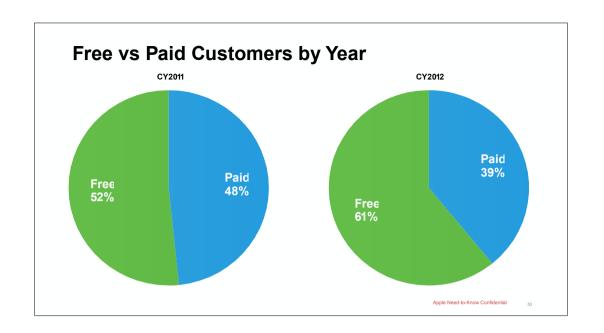


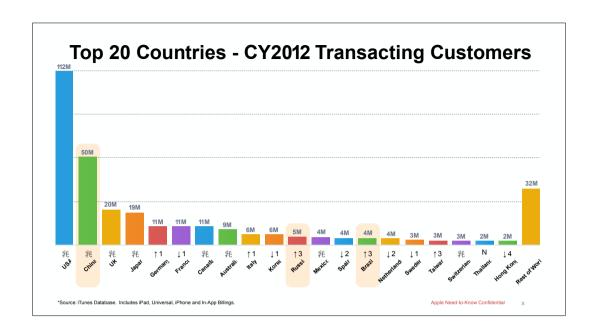


Last three months: 236M

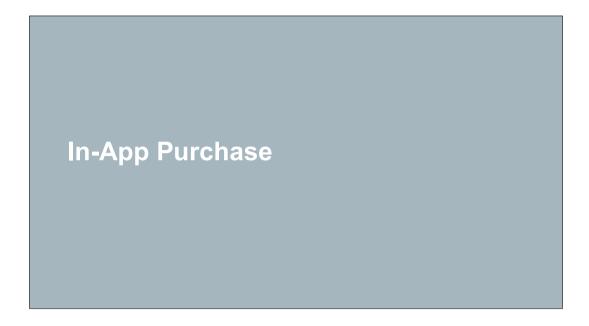
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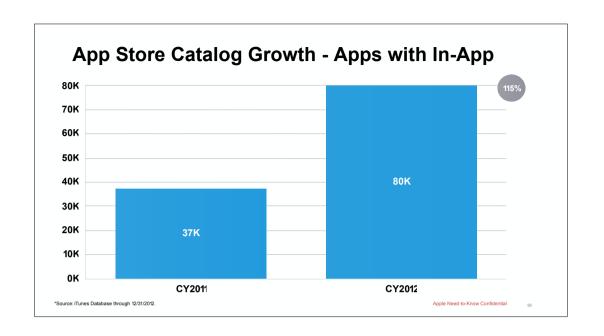


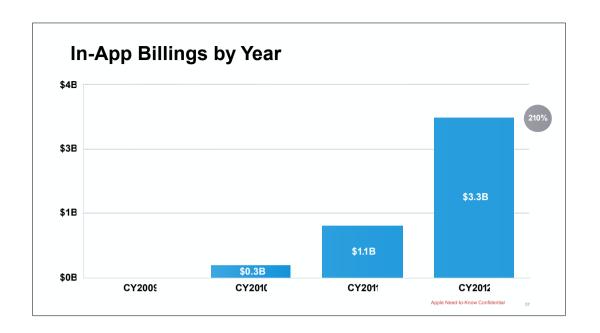


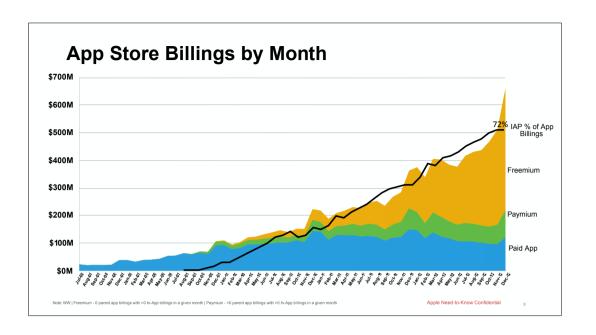




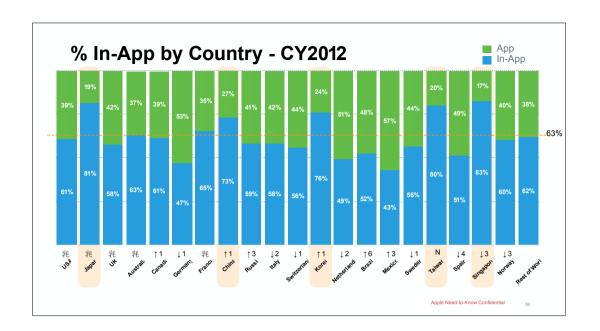
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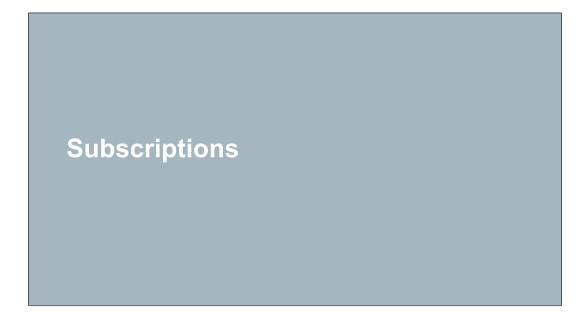
71% in October



Orange dotted line is Global IAP % for CY2012

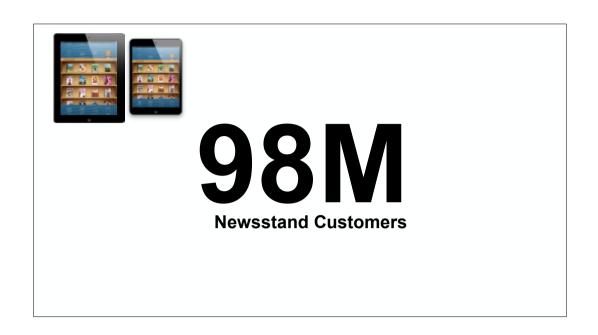


37 out of top 50 are freemium (screenshot as of 1/14/2013 - US Storefront)

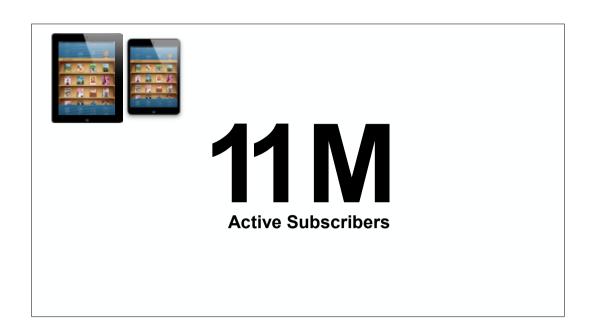


Can't talk about iap without talking subs

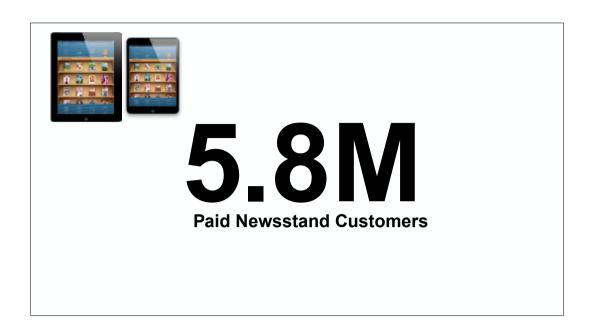




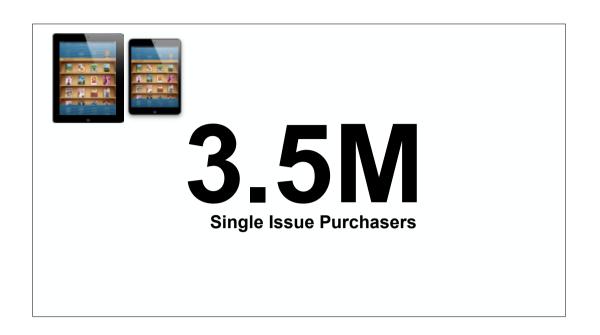
Customer who has ever downloaded a Newsstand app after the app has become Newsstand enabled



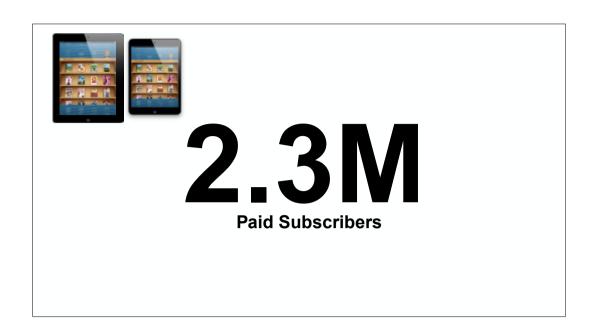
Actual is 10.9, adding 200k every week



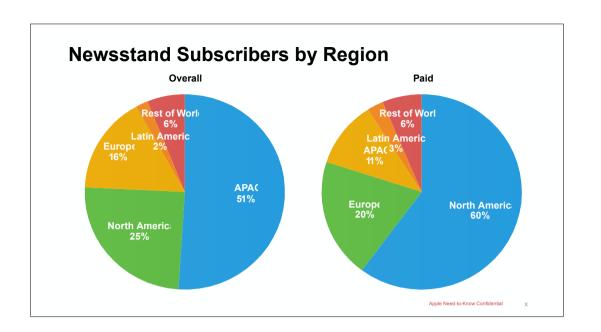
5,756,811



5.6M total paid - 2.1M subscribers = 3.5 Single issue purchasers



Paid, recurring subscriptions



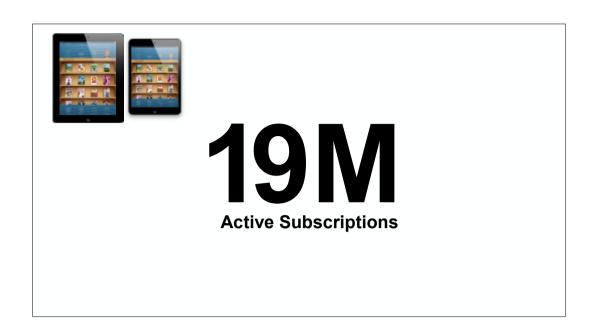
Overall includes Free and Paid (large number of free subs in China)

Americas: US and Canada

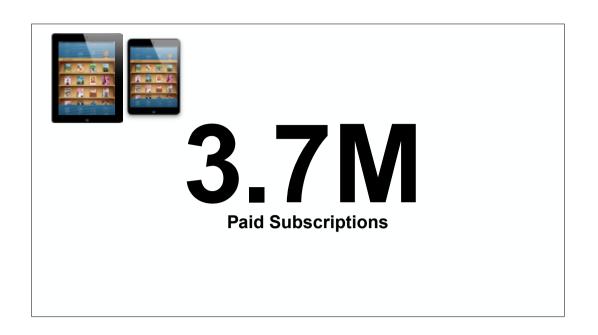
APAC: Australia, China, Japan, Korea, New Zealand

Europe: United Kingdom, Germany, Italy, France, Norway, Switzerland, Sweden, Netherlands, Spain, Belgium, Ireland, Denmark, Poland, Portugal, Finland, Austria, Czech Republic, Greece, Slovakia, Luxembourg, Romania, Hungary, Estonia, Slovenia, Malta, Cyprus, Latvia, Bulgaria, Lithuania, Ukraine, Albania LATAM: Mexico, Brazil, Colombia, Chile, Argentina, Peru, Ecuador, Costa Rica, Guatemala, Panama, Venezuela, Dominican Republic, Honduras, El Salvador, Paraguay, Nicaragua, Bolivia

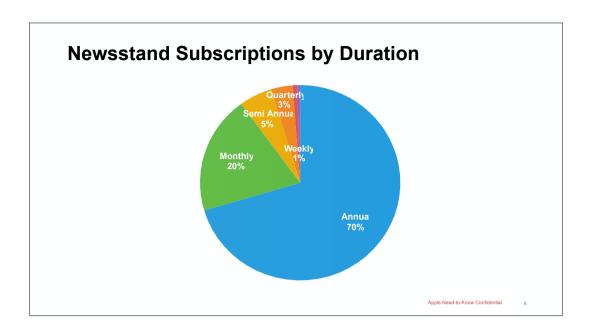
PX-2296.80



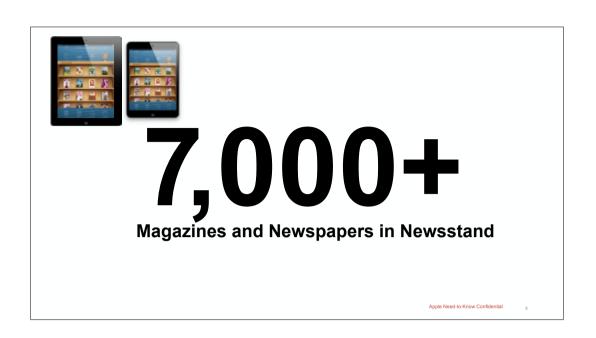
11M subscribers have 19M active subscriptions



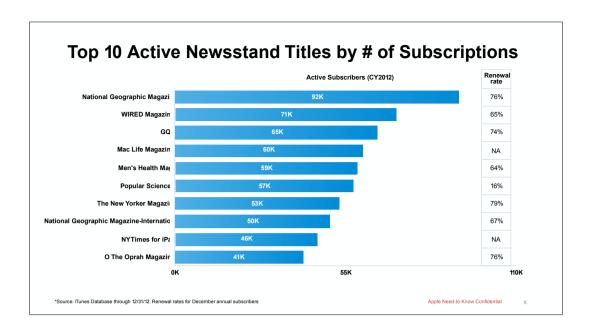
2.3M Paid Subs have 3.7M subscriptions



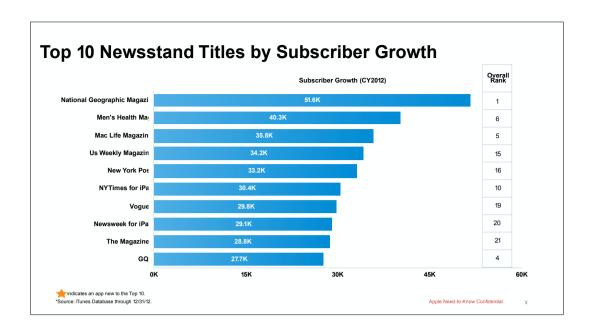
Predominanty Monthly and Annual.



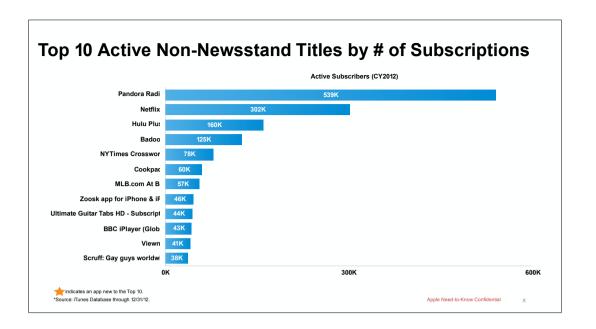
Actual 7,099 Through 1/6/13. Apps with active subscriptions.



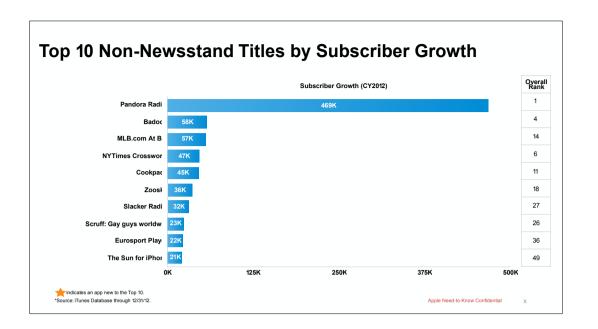
As of 1/6/13



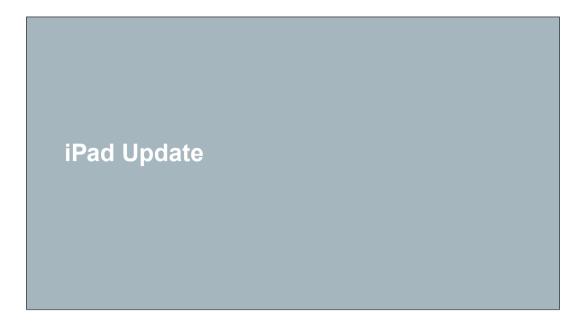
Comparing active subs as of 1/6/13 vs 1/1/12

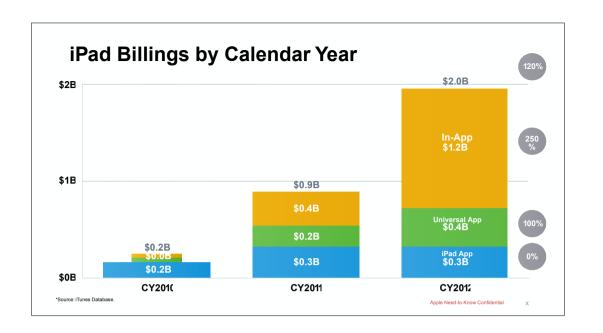


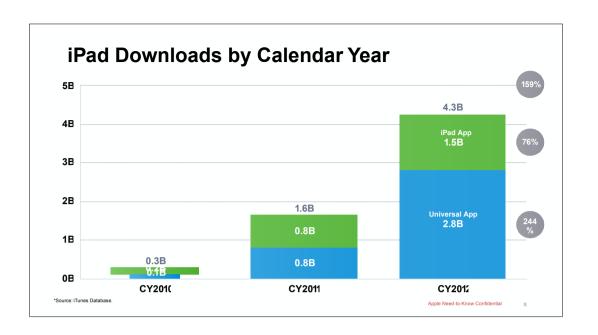
As of 1/6/13



Comparing active subs as of 1/6/13 vs 1/1/12



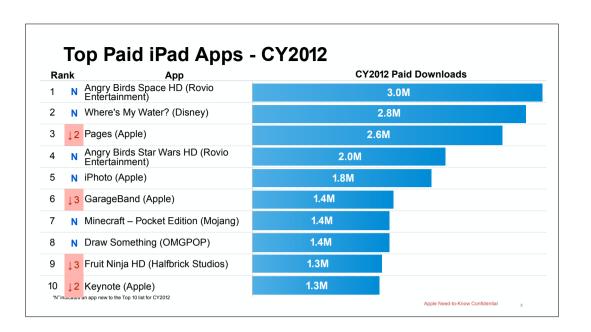




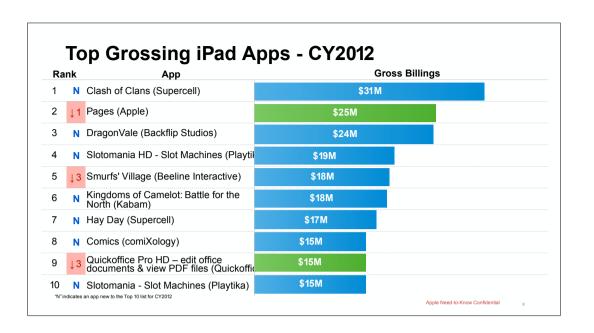
up 7% month over month

Rank App		Арр	CY2012 Free Downloads	
1	↑2	Skype for iPad (Skype)	23.3M	
2	↓1	iBooks (Apple)	20.4M	
3	N	iTunes U (Apple)	17.3M	
4	↑6	Facebook (Facebook)	16.6M	
5	N	Temple Run (Imangi Studios)	15.6M	
6	↓1	Fruit Ninja HD Free (Halfbrick Studios)	13.7M	
7	N	Podcasts (Apple)	13.0M	
8	N	Find My iPhone (Apple)	12.6M	
9	↓7	Angry Birds HD Free (Rovio)	12.5M	
10	N	Find My Friends (Apple)	10.6M	

iPad apps + Universal apps downloaded on an iPad

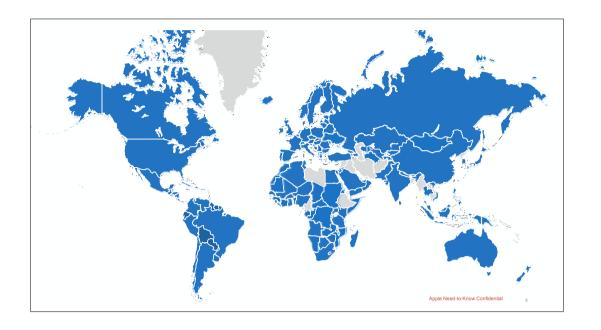


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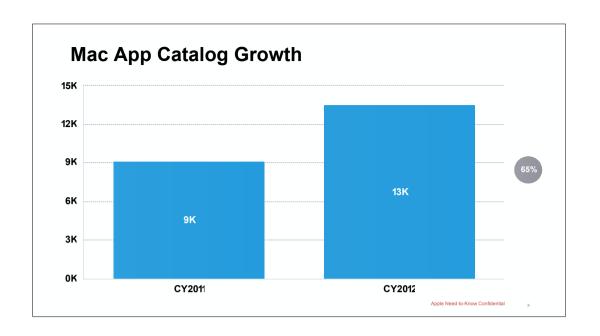


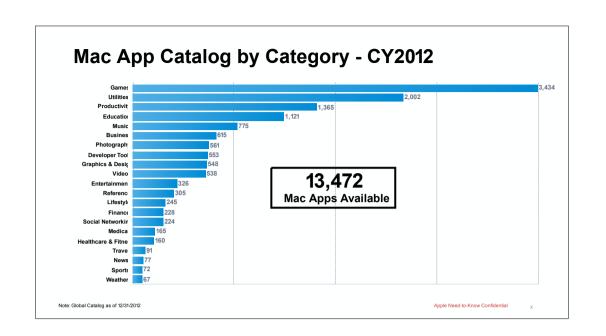
Any billings on an ipad, including universal app, ipad app, in app and iphone app

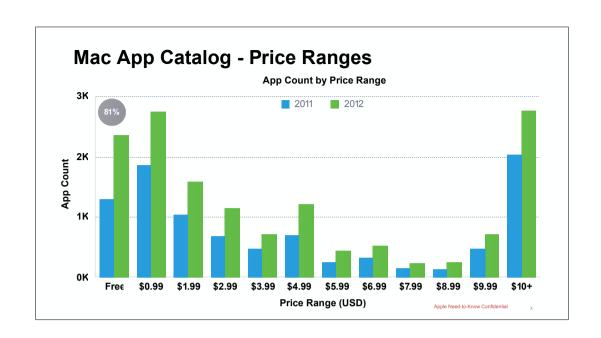


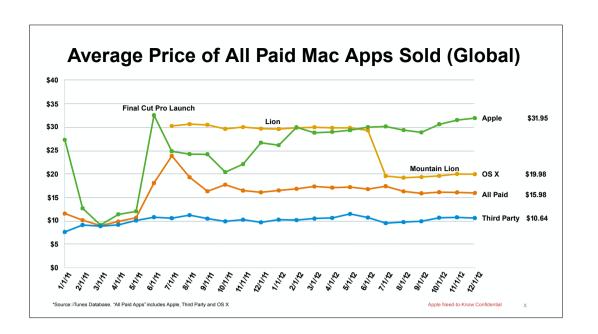


155 countries







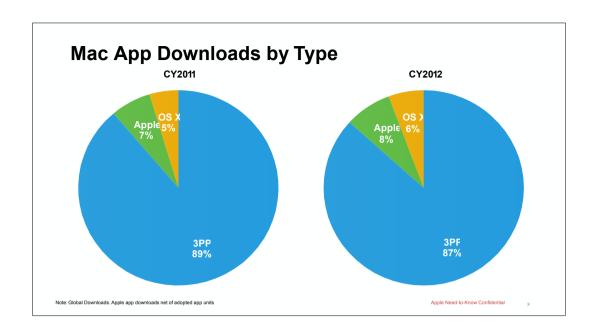


Can Apple lead by example and lower prices of our apps? They are more expensive on Mac than iOS

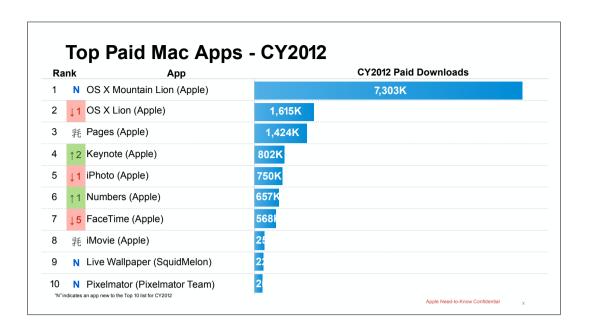


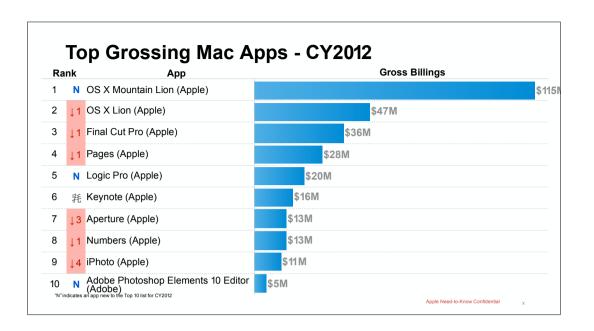


PX-2296.102



Raı	nk App	CY2012 Free Downloads	
1	N iBooks Author (Apple)	2,196K	
2	発 Evernote (Evernote)	2,154K	
3	N Xcode (Apple)	2,028K	
4	N CCleaner (Piriform)	1,892K	
5	発 The Unarchiver (Dag Agren)	1,864K	
6	↓5 Twitter (Twitter)	1,723K	
7	N MenuTab for Facebook (FIPLAB)	1,390K	
8	↓4 MPlayerX (Niltsh)	1,340K	
9	↓6 VirtualDJ Home (Atomix Productions)	1,107K	
10	N Red Crucible 2 (Rocketeer Games)	1,097K	

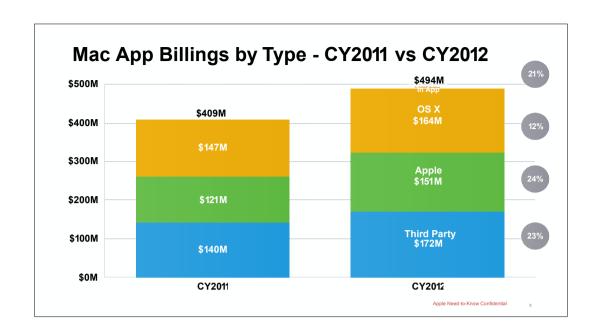


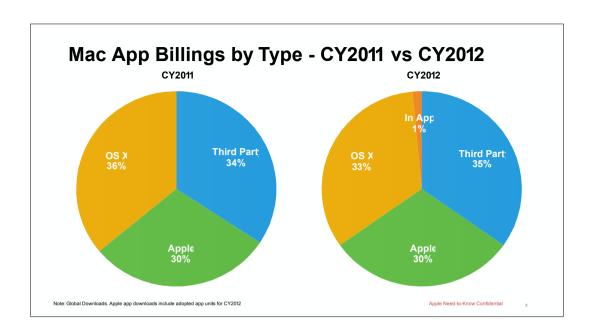




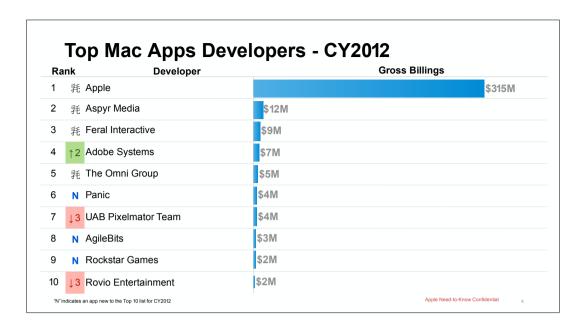
\$903,342,100



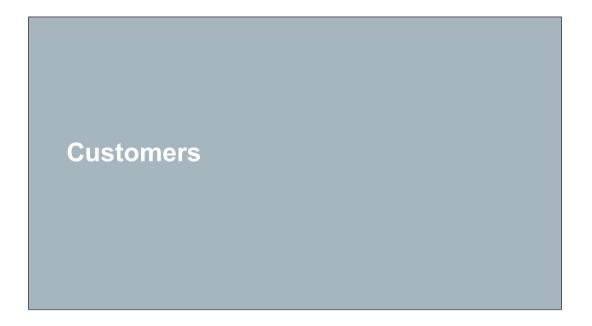




No significant changes Y/Y



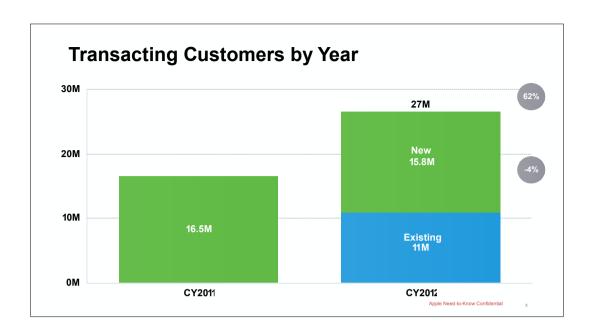
Feral and Aspyr are porting houses that bring console/PC games to Mac. Impossible to do day/date launches given sandboxing requirements.



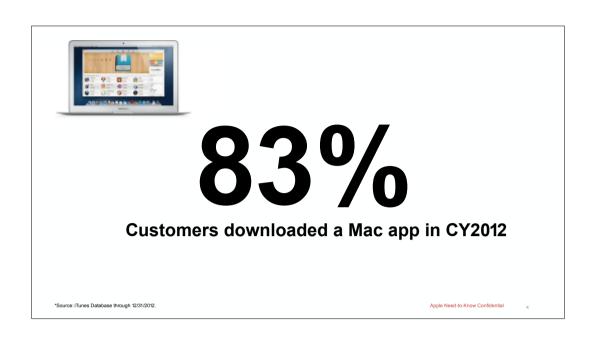




32,236,582

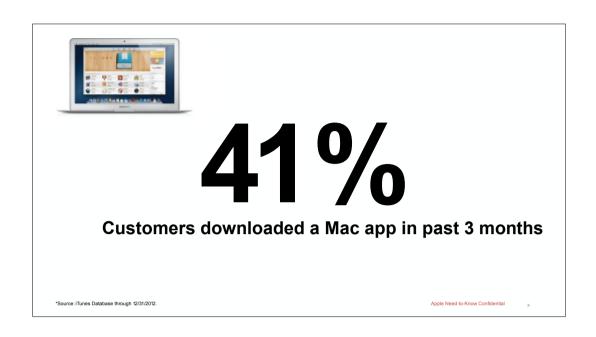


New vs Existing



27M / 32M

PX-2296.116



Last three months: 13,166,122

Overall: 32,236,582

